

Aleem Isiaka *Senior Site Reliability Engineer*

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PROFILE

A Software Engineer with nearly a decade of hands-on experience, and a thorough proficiency in tech platforms including web, servers, and hardware systems.

Led distributed teams to deliver high-quality products with precision. Achieved an average of 50% reduction in response times to less than 0.3s from 0.9s, an 80% improvement in data quality in software products, and reduced development team friction using agile methodologies.

Consistently solving complex problems, leveraging existing solutions and technologies, and merging end-user satisfaction with business goals.

SKILLS

Cloud Platforms (AWS, Azure, GCP, Cloudflare) | **Containerization & Orchestration** (Kubernetes (CKAD Certified 📄)) | **Infrastructure as Code** (Terraform (Certified 📄), Ansible, Puppet) | **CI/CD** (GitHub Actions, GitLab CI, Jenkins, CircleCI) | **Monitoring & Logging** (Prometheus (Certified 📄), Grafana, ELK stack, Splunk, Datadog) | **Service Mesh** (Istio, Consul, Envoy, Linkerd) | **Programming** (Node.js, Go, Python, Bash) | **Databases** (MongoDB, PostgreSQL, Redis) | **Version Control** (GitHub, GitLab)

EXPERIENCE

MC² Finance

November 2024 – present
Zug, Switzerland

Senior Software Engineer 📄

- Implementation of Albert AI - The AI agent for the company's product.
- Designed and implemented a token/portfolio alerting system on Cloudflare, ensuring near-real-time updates on the current price of assets and improving active users by 4% from 8%.
- Implemented app optimization strategy on NuxtJS, reducing the frontend bundle size by 10%, and improving the build time by 15% from 5 minutes to 3 minutes.
- Designed and implemented user engagement features (AI insights generation, following system) for various assets and portfolios on the platform, enhancing users' observability and improving engagements by 5%.

Onboardbase

June 2023 – October 2024
California, US

Senior Software Engineer 📄

- Developed a session-based encryption mechanism, achieving a significant 95% decrease in unauthorized access incidents, fortifying sensitive data protection.
- Led the development of SDK and CLI client components, boosting development efficiency by a notable 60%.
- Provisioned a highly scalable, available infrastructure, reducing latency by an impressive 80% and enabling a throughput of over 10,000 RPS.
- Created seamless CI/CD pipelines on Gitlab for the company's services (web apps, backend APIs/CLI tools) and ensured an average of 98% uptime.
- Proposed an accepted optimization process, reducing API latency from 10s to 0.5s.

Oasis Living

August 2021 – May 2023 | London, UK

Senior Software Engineer 📄

- Enhanced Google's geolocation APIs, yielding a 50% faster response time and an impressive 80% boost in data quality for a React JS/Python web app.
- Optimized Landlord/Tenant web apps, achieving a remarkable 99% augmentation in user experience through advanced optimization methodologies.
- Implemented Jest and Cypress automated tests in Typescript React, leading to a substantial 95% drop in critical bugs.
- Pioneered comprehensive technical documentation via Confluence Pages and Markdown files, resulting in 30% faster onboarding and enhanced team collaboration.
- Established an efficient CI/CD pipeline on CircleCI and Logging through Datadog, reducing deployment time by 40%.

uduX
Lead Software Engineer - Contract
• Engineered CLI tools using Golang and bash scripting, resulting in a substantial 90% reduction in processing time for DDEX manifest conversion.
• Led a team of six developers in re-engineering and developing the company’s streaming product, following SDLC and agile methodologies.
• Designed and implemented a fault-tolerant runtime environment leveraging cloud services, culminating in an 80% increase in system availability.
• Spearheaded optimization efforts, reducing API latency from 10s to 0.9s.

June 2022 – January 2023
Lagos, Nigeria

Josplay
Software Engineer
• Engineered high-performance microservices with K8s clusters, enabling >10K streaming RPS on Google Cloud Platform.
• Orchestrated a robust product release pipeline ensuring a safe, efficient, and fault-tolerant CI/CD pipeline using Travis CircleCI and Github.
• Led inclusive team practices for improved code reviews and adherence to engineering best practices.
• Innovated a relay radio service with background AI for uninterrupted music suggestions and playback.
• Implemented highly compatible HLS media player, ensuring optimal streaming experience in 90% of web/mobile browsers.
• Engineered an efficient multi-format music player supporting MP3 and HLS, with a 99% success rate for high availability and quality.

June 2020 – July 2021 | Lagos, Nigeria

EDUCATION

Bsc. Computer Science
Kwara State University

Ilorin, Nigeria

HND Mech. Engineering
Lagos State Polytechnic

Lagos, Nigeria

PUBLICATIONS

<https://logrocket.com>
Logrocket
<https://blog.logrocket.com/using-firebase-cloud-messaging-as-a-pub-sub-service/>

<https://smashingmagazine.com>
SmashingMagazine
<https://www.smashingmagazine.com/2020/04/nodejs-internals/>

Limistah's Blog
Self Published
<https://limistah.dev/posts/imparative-declarative-coding/>
<https://limistah.dev/posts/go-const/>

PROJECTS

Clio
This is a personal project that documents my readings on research papers, journals and popular books.

January 2023 – present

ObjectSpread
The projects span frontend, backend, and utility libraries. I run to them to speed up my development work, as techniques are repetitive. ObjectSpread makes the solutions available to the public.

February 2018 – present

WitOps
WitOps is a smarter way to do Ops in development. It aims to teach DevOps/SRE and provide a framework for anyone interested in getting software to the end user through automation.

January 2023 – present